

In critical path of the
project keeps
changing.



**ASSIGN
BUSTER**

In the chapter No. 22, the concept of Critical chain is introduced when a non-critical path's activity leads to delays that the critical path of the project keeps changing. It explains the importance of sequencing activities in a project not only based on tasks but also on the availability of the resources. The resources involved in certain specific activities can lead to delays in the project and therefore it becomes very important to take resource availability as an important factor while scheduling activities in a project. Now the concept of bottleneck is

e. when there is strict resource employment or a particular task which leads to delays and shuffle of critical path. In order to explain the concept of critical chain the author has portrayed the scenario of a classroom where the issue of shuffle in the critical path occurred in one of the students project. Upon further investigation and question answer session between students and the lecturer the concept of critical chain was explained.

To understand the same let us take an example of any construction firm working up on an Infrastructure project. The Project is constructing a world class sports complex. Now the construction of such huge level sports complex would require certain specific activities in certain paths of the network diagram. Let us take waterproofing as one such activity. There is a specialized team for waterproofing activity. Let the water-proofing activity be WP.

As seen from the network diagram that waterproofing activity WP is present in all paths of the network diagram of the project. The sequencing of tasks in a particular path as per hierarchy of work to be done is important but keeping

in mind the fact that we have only a single specialized team available for waterproofing we must make sure that the activities are not parallel in the paths. If the activities are parallel any delay in WP will not only affect the feeder buffer of the particular path but will also affect the path having the activity WP in parallel. Which will result in change of critical path during the project. Therefore WP should be scheduled such that no WP is parallel in the network diagram and takes place simultaneously.

In this way any delay in the activity WP will be absorbed by the feeder buffer of the particular path and will not affect the overall project buffer. Hence delay of the overall project can be avoided i. e.

W and should absorb only the feeder buffer and not the project buffer. This is the optimization of schedules of the resource. Hence a critical chain of the activity W should be made in such a way that the activity W is done simultaneously in the paths (critical or non-critical) and the sequence will not matter. Therefore for any construction organization it is important to schedule project based not only on tasks but also on the resource availability in order to avoid delays and jumps of critical path during certain stage of the project. This will not only avoid the problem of shuffle of critical path during a project but will reduce the chances of any delay in the project due to the activity WP.